How to / Maniaplanet / Map editor / Trackmania

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Introduction

The track editor within Trackmania offers you every thinkable opportunity to shape your selfmade driving tracks in the way you want them to and share it with others to play. Therefor, we won't discuss the "simple editor", but only the normal, expanded one.
TM2's track editor is similar, almost identical to the one in TM Nations & United, so if you're familiar with the old one, you can skip the general editor descriptions and check on the example track to learn how the new tiles are placed.

Creating a new track / Loading a track / Re-applying a mod

CLICK IMAGE TO ZOOM

Starting the track editor

You'll find the editor in the main menu under "Editors/New Map/Advanced"
It will then ask you what daytime (mood) you want to have for your track.
If you have environment modifications (mods) installed, it will ask you, if you want to apply a custom mod or use the "default" one.
Don't worry, you can change that at any later point.

CLICK IMAGE TO ZOOM

Loading an existing track

Of course you can load an existing track (of yours) into the editor as well, under "Editors/Load Map". It will show you a file dialogue of existing maps. Simply mark the desided track and press the "edit" button.

Re-apply a daytime/mood or mod

If you want to change the daytime mood or apply a (different) mod to an existing track, just press LEFT CTRL while marking the track and clicking "edit". A dialogue will popup and ask you what to apply, the track will then load with the new mood or mod applied.

The track editor

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Starting the track editor

What you see first is the large landscape, which inherits a field of 32*32*40 (width,length,height) blocks, in which you can place your track parts.
At the bottom you'll find your tools. Let's start with placing track parts.

What a track needs

A start and a finish. That's basically it. These are required, everything else is optional, but that's where the fun is :)

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The "Block mode" (F2) / Placing track parts

To place track parts, you have to chose **"Block Mode" (F2)** and select the parts out of the block hierarchy at the bottom.
Besides **using the mouse** to click on them, you can use the **keyboard keys 1-9** to reach them, and the **^ key** to make 1 step back in the block hierarchy.
Then use the **mouse to move around the map**, and use the **mousewheel** to select the desired height to place the part. Alternatively, use the **cursor keys** and the **Scroll up/down keys** to do that.
To place a part where the cursor resides, simply press left mouse or click the space key.

Selecting matching parts

Not all block parts can be fitted to each other. The safest way to predict which part will fit which, watch the color of the arrows which appear at the edge of the selected part and the **colour of the edge arrow** of the part you're going to select in the block hierarchy. If these match, the parts will connect.
Since lots of parts are not symetrical, you will have to chose the selectable corresponding **left/right oriented block** to connect.
For your comfort, every block has its own name, displayed in the bottom right corner.

Selecting an existing part

If you want to use an existing part, but don't know where in the hierarchy it is, just press **LEFT CTRL+LEFT MOUSECLICK on the existing part** and the editor will automatically chose this part in the block hierarchy.

Deleting parts

If I want to delete blocks, you can put the **mouse cursor on the part and click the DEL key** (or the "Erasor tool" (key X) and click the the to-be-deleted part).

Undo / Redo

You can redo/undo your actions by pressing the Undo/Redo buttons (U/R key). A useful little option in trackmaking.

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The paint mode (F3)

You can replace the standard signs with your own ones. Press the "paint mode" button (F3 key) and the editor will highlight all parts which can be skinned.

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A dialogue will popup where you can select the sign you want to apply.

Note that **locators** can be used here, alternatively you can enter an **URL** which contains an image which will then be shown on the sign.

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